WILD ARMS
XF
EVERYONE 10+
ENFANTS ET ADULTES 10+
E
10+
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB
XSEED
GAMES
JKS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

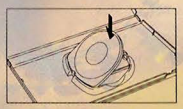
Use and handling precautions

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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PROLOGUE

Filgaia – A world slowly descending into chaos and decay.

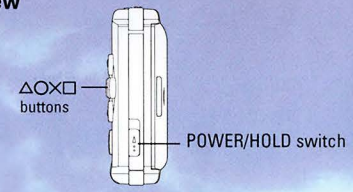
Though much of the past is still a mystery, it is said that long ago that an event of catastrophic proportions occurred, transforming a once verdant world into a desolate wasteland. All over the planet, humanity wages war on each other, desperately trying to gain control over the world's rapidly dwindling resources.

During these perilous times, the Kingdom of Elesius, a country known for its political power and military strength, was enjoying an era of peace... until the loss of the first Princess, Alexia Lynn Elesius, in a tragic accident.

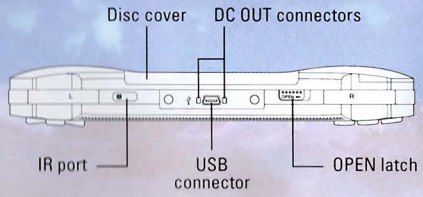
Many people speculated that this was no mere "accident" and that something more sinister had taken place, but the truth of the matter was quickly buried in rumors and lies.

With the death of the first Princess, and with King Hrathnir confined to his sick bed, the Council of Elders began usurping the power of the throne.

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the ***Wild Arms XF***™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

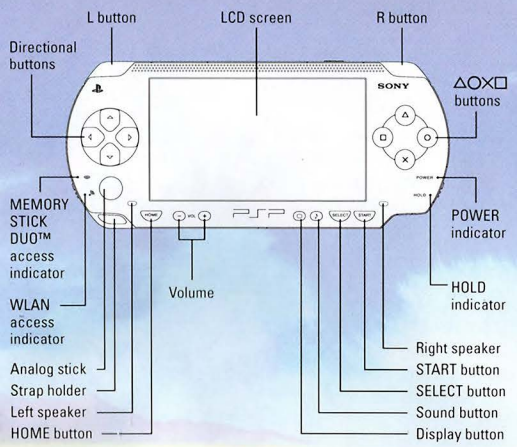
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation®Portable) system configuration



	World Map	Menu Screen / Town Map	Battle Map
Analog stick or directional buttons	Move the cursor	Choose option / Flip pages in the Menu	Move the cursor / Choose selection
⊗ button	Confirm selection / Scroll Message	Confirm selection / Converse / Scroll Message	Confirm selection Scroll Message
◎ button	Cancel / Speed up cursor movement / Scroll Message	Cancel / Scroll Message / Move from Town Map to World Map	Cancel / Scroll Message / Move cursor to character with the next turn
△ button	Display Menu Screen	Display the HELP options in the Menu Screen / Show the Menu Screen while in the Town Map.	Moves the cursor from one ally character to the next
□ button	Selects the Event Point	Not used	Switch cursor from one enemy to the next
R button or L button	Switch the cursor from one area to another	Scroll through characters in the Menu	Rotate the battlefield
START button	Not Used	Not Used	Begins the battle after you are ready / Shows the order of battle turn
SELECT button	Zoom in and out	Not Used	Zoom in and out

CLARISSA ARWIN

"Time to blaze a new trail!"

A young girl traveling Filgaia, in pursuit of the thug who stole her late mother's sword. She has an overall positive personality and hates to lie. Due to a strange twist of fate, she is gradually pulled deeper into the political turmoil in the Kingdom of Elesius.

Exclusive Job Class: Dandelion Shot

Can attack all the enemies located in a straight line no matter how far away they're positioned. A strong support class best used from the back lines.

FELIUS ARWIN

"If there's no way ahead but to fight..."

A master of the deadly weapon Pole Arm. Meets Clarissa after a few unexpected turns of events and decides to protect her wherever she may go. A quiet young man who may be regarded as being curt at times, but he can be a great ally and a trusted friend in times of need.

Original Job Class: Halberdier

Exceeds at close / mid-range combat. Uses powerful physical attacks, and has the ability to fight while protecting his allies in battle.

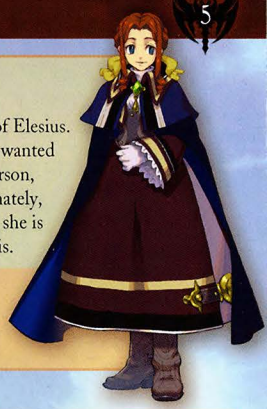
LABYRINTHIA WORDSWORTH

"I may not look it, but I'm the complete package!"

Formerly the official teacher of the royal family of Elesius. She has been branded a terrorist and is currently wanted by the government. She is a highly intelligent person, with a sharp mind and vast knowledge. Unfortunately, because of her rather unique comments at times, she is not always seen as being as smart as she actually is.

Original Job Class: Arcanist

Specializes in magic and utilizes magic to move, attack, defend and heal.



LEVIN BRENTON

"The dashing hero makes his move!"

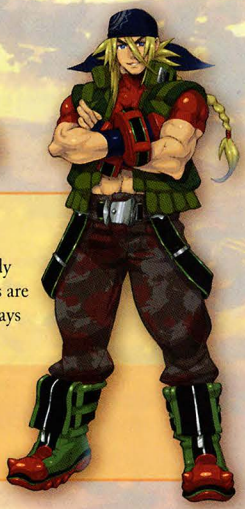
A scion of one of the powerful noble families of Elesius and one of Labyrinthia's students. Since his magic skill isn't very strong, he has developed a unique fighting style which takes full advantage of his speed and agility. A firm believer in justice who loves being the hero.

Original Job Class: Martial Mage

His swiftness and mobility are his biggest strengths in battle. Rushes the enemy and utilizes spells that increase in power depending on the weight of the opponent.

TONY

"Ruff!"



RAGNAR BLITZ LEBRETT

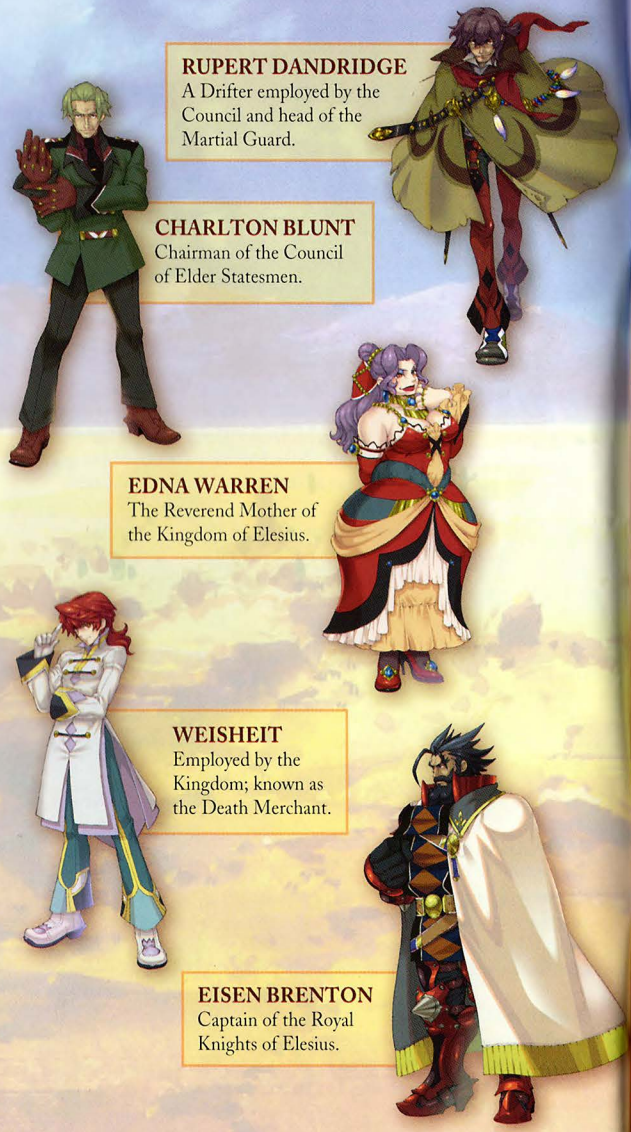
"I'm prepared for anything."

He may look like the average rough and ready mercenary, but his behavior and mannerisms are of one from a wealthy upbringing. He is always a gentleman and is rarely caught off-guard.

Original Job Class: Stormrider

A well balanced job class that boasts a high survival rate in battle. This style is most effective in flat terrain or wide open spaces.

THE COUNCIL OF ELDER STATESMEN OF ELESIUS



RUPERT DANDRIDGE
A Drifter employed by the Council and head of the Martial Guard.

CHARLTON BLUNT
Chairman of the Council of Elder Statesmen.

EDNA WARREN
The Reverend Mother of the Kingdom of Elesius.

WEISHEIT
Employed by the Kingdom; known as the Death Merchant.

EISEN BRENTON
Captain of the Royal Knights of Elesius.

The title screen will appear after the opening movie, or you can bring the title screen up by pressing the START button at any time during the opening movie.

STARTING A NEW GAME
When starting a new game, choose "New Game" from the title screen.

LOADING SAVED GAME DATA
If you have previously saved game data, select "Continue" to choose the save data you wish to use.

Memory Stick
You will need to have either a Memory Stick Duo or Memory Stick PRO Duo to save your save game data. Note that at least 225 KB of free space must be available for each save.

SAVING THE GAME
Use a Memory Stick Duo (pg 2) to save your progress.

When to Save
Game progress can be saved while in the World Map (pg 9), in Towns (pg 19) and after each chapter (pg 8). When saving in the World Map or in towns, open the Menu (pg 10), choose "System" and select "Save". After each chapter in the story is completed, the game will ask if you would like to save. Select "Yes" during this prompt to save your game.

How to Save
When "Save" is chosen, the list of previously saved data will appear. When saving a new game data, choose a "New File" you wish to save to. When a file with existing save data is chosen, it will be overwritten with the new save data. Once the save is completed, press the ◉ button to return to the game.

Deleting Save Data
In the save menu, save data can also be deleted. When deleting a save data, choose the "Delete" option and choose the file which you wish to delete. Select "Yes" when asked if you would like to delete.

Game Flow

This section explains the basic flow of the game.

AFTER AN EVENT OR BATTLE THE STORY IS CONTINUED

The game is broken up into chapters. Each chapter progresses in the following manner:

1) Moving on the World Map
2) Gathering information in towns
3) Fighting a battle

At times, a random event will occur in between the above.

Once a chapter is completed, the next one will begin. A chapter does not necessarily end with a single battle and at times you may find yourself fighting several battles in a row.

BASIC GAME FLOW

Moving around on the World Map (pg 9)

↓

Investigating Towns (pg 19) Triggering Events

↓

Battle (pg 22)

*Multiple back to back battles

↓

Event → Next Story

*Save Prompt (pg 7)

World Map

In Act 1-1, you will receive a map of the Kingdom of Elesius. Once you have this map, you will be able travel throughout the country.

USING THE WORLD MAP

This section will explain how to use the World Map. When the SELECT button is pressed, you will be able to zoom in on and out of the map.

A The current location of the group is marked with an image of Clarissa.

B The red line connects locations that can be traveled to.

C The areas marked with a dotted line cannot be traveled to at this time. The green object marks the area of the existing town. When entered, the game will switch to the Town Map.

D The areas with the blue points mark the free battle areas.

E The grey object marks the areas that cannot be entered at the moment.

F The event areas are marked with a "!" mark.

HOW TO MOVE

Move the cursor to the area you wish to travel to and press the ⊗ button. After Clarissa moves to the designated area, press the ⊗ button again and you will be asked if you would like to enter that area. Choose "Yes" to enter. When the L button or R button is pressed on the field map, the cursor will move from one area to the next. When the ▣ button is pressed, the cursor will automatically jump to the next event area on the map. Hold down the ◉ button to speed up the cursor / Clarissa's movements on the map.

Free Battles

Free battles are battles that are not activated by Story Events. Enter the areas marked with blue points (that are not marked as events) and you can fight random monsters. Emerging victorious from free battles may not give you too much EXP (pg 10) but you will receive CSP (pg 10) and gella so it will help when building Class Levels.

Press the △ button to open the Menu while on the World Map or Town Map.

STATUS

Choose the "STATUS" Menu option to confirm the status of the characters (Units) in your party. Press the L button or R button to switch between characters and flip through the pages of the Menu with the analog stick or directional buttons.

UNIT STATUS

You can confirm your unit status on this page.

LV	Current level of the unit. Once the required amount of EXP is acquired, the unit will gain a level.
CLV	Shows the level of the currently equipped job class. Once the required amount of CSP is acquired, the currently equipped job class will gain a level.
HP	Amount of Hit Points remaining. The amount of HP is reduced as the unit takes damage. When HP drops to zero, the unit will be unable to continue in battle.
MP	Amount of Magic Points available. Using "Original" spells (pg 29) will decrease the unit's MP. When the unit's MP drops to zero, they will not be able to use any of their "Originals".
VP	Vitality Points. Each battle turn that the unit receives, the WGT amount of the unit will be subtracted from its VP. Once the unit's VP drops to zero, the WGT amount will be subtracted from its HP. Although the unit's HP will decrease once the VP drops to zero, the HP will not fall all the way to zero.
ATK	Attack power.
DEF	Defense.
MAG	Magic Skill. This determines the unit's magic power.
RES	Resistance level. This determines the unit's defense against magic attacks.
AIM	This determines the probability of the unit's physical attack landing on the enemy.
EVA	Evasive Skill. The probability of evading a physical attack from an enemy.
RFX	Reflex. The higher the RFX, the faster the unit's turn rate in battle.
WGT	Unit weight. This is the total weight of your character with its current equipment. The higher the WGT the faster the loss of VP.
MOV	Movement. The higher the MOV the further the unit can travel in battle.
CLM	Climbing Skills. The higher the CLM the higher the unit will climb.
EXP	The unit's current experience points. You will receive EXP as you successfully complete battles.
CSP	The unit's current Class Skill Points. You will receive CSP as you successfully complete battles.
NXT	The amount of points needed for the next level.
Elemental Attributes	The elemental strength and weakness of the unit. From the top down it shows the elemental strength and weakness of Earth, Water, Fire, and Wind.

Menu

Skills

Confirm the Skills that have been chosen for the unit.

Items

Confirm the items equipped for the unit.

Equip

Confirm the weapons and armor equipped for the unit.

CHANGE CLASS

When changing job classes, it changes the status and Skills (pg 14) that are available to the unit during battle. Changing job classes to specific battle situations is the key to victory.

HOW TO CHANGE CLASSES

Choose the "Change Class" option on the Menu Screen and choose the unit. Switch between units by pressing the L button or R button. The available classes will appear on the bottom of the screen. Press left or right on the directional buttons to switch through the different classes and select the class of your choice. In the upper-right of the screen, you will be able to see the effects on the unit's status parameters each of the classes will have. Also, pressing the △ button will bring up the list of Skills and Originals that will be available with the current class. Note that all equipment and Skills will be automatically unequipped when you change a unit's class.

Exclusive Classes and General Classes

Some classes, such as Clarissa's "Dandelion Shot" or Felius's "Halberdier", are available to that character only. Main characters are able to change classes to Secutors or Elementalists, but the Drifters that you can employ to your group can only use the general classes available. You will have access to additional general classes as the story progresses.

GENERAL CLASSES

Classes that are available from the beginning of the game

Secutor

A class suited to close combat and physical attacks. Can equip swords, axes, and shields.

Elementalist

A class suited to magic attacks, with high MAG (magic power) rating. Can use elemental attack spells.

Gadgeteer

A class suited to item use. Can equip more items than other classes, and can use items on a wider area.

Fantastica

A class suited to battle support, with the ability to raise allies' and lower enemies' parameters when in an adjacent HEX. Can use support magic.

Classes that become available as you advance in the story

Sentinel

A class suited to defense against physical attacks, with a high DEF (defense) rating. Can reduce the movement range of enemies, and has its own special attack abilities.

Nightstalker

A class with high RFX (Reflex) and a great turn rate. Has counterattack and avoidance skills that can thwart an enemy's attack plan.

Berserker

A class that can use spears to attack two HEXes in a row. Limited to straight-line movement, but has a high MOV (movement range) rating and can charge rapidly into the battle.

Excavator

A class with the ability to find hidden items. Including one in your party can help fill out your item list.

GENERAL CLASSES

Classes that become available as you advance in the story

Sacred Slayer

A class suited to defense against magic attacks, with a high RES (magic resistance) rating. Can use healing spells and Skills that damage undead enemies.

Enigmancer

A class with high MP that can use wide-area attack magic as well as support spells. Has the ability to prevent allies from being damaged by wide-area attack Skills.

Grappler

A class with high VP that can survive drawn-out battles. Can use throwing attacks that gain strength based on the enemy's WGT (weight) rating.

Extremist

A class suited to evading enemy attacks, with a high EVA (evasion) rating. Has Skills that can be used for various effects in battle.

High Cavalier

A class with high HP that can survive almost any battle. Has Skills and Originals useful in many circumstances.

Strider

A class with high AIM (accuracy) and CLM (climbing) ratings that uses bow and arrows for attack. Has the ability to see and disarm traps.

Geo-mancer

A class that can see ley points (HEXes with elemental properties) and use Skills that affect units' positions and elemental properties. Can move without regard to the movement cost of different land types.

Emulator

A class that can download enemy abilities, which can then be used freely. Also has Skills which mitigate the high MP cost of enemy abilities.

SKILLS

Class Skills are special Skills that are unique to each job class. When you change classes, the default Class Skills will change as well. You will also be able to equip Class Skills that are unique to other job classes as you progress in the game.

ACQUIRING SKILLS

To learn new Skills, you will need to acquire "Class Skill Points" or CSP. If you use a certain class and continue to win battles, you will receive CSP. Once you have enough CSP, that class will level up and learn a new Skill available exclusively to that class. Once a Skill is learned, a Star Mark will appear next to it and by equipping it to a empty Skill slot, it will be available to use during the next battle even if you are not using the class that specializes in that Skill. As characters level up, more Skill slots will be unlocked which will allow more Skills to be equipped.

SETTING CLASS SKILLS

Choose Skills in the Menu and select the unit by pressing the L button or R button. Choose "Equip" and you will see the blank Skill slots that are available for this unit. Choose the slot you would like to use and the Skills available for each class will appear. Switch classes around by pressing left or right on the directional buttons. The Skills that show a Star Mark next to them are the ones that are available to set, so choose a Skill and set it to an empty slot. Note that you will need two empty slots to set a Skill that will make Original spells accessible in battle. To remove a set Skill, press the ■ button when the specific Skill is chosen. To remove all set Skills, choose the "Reset" option.

TYPES OF SKILLS

1) Skills that allow you to use Originals

These Skills, when equipped, allow you to use Originals in battle. The type of Original will vary depending on which Skill you set.

Battle Skills	Secutor Originals such as "Hard Smash" and "Smart Drive" become available.
Element	Elementalist Originals such as "Freeze" and "Fire" become available.
Sanctity	Sacred Slayer Originals such as "Heal" and "Sanctify" become available.

2) Skills that allow you to use equipment that is normally exclusive to certain job classes

Allows you to use exclusive weapons and armor without changing to the specific job class.

Gadgeteer EQ	"Spanners" and "Aprons" can be equipped even when you are not a Gadgeteer.
Fantastica EQ	"Bells" and "Badges" can be equipped even when you are not a Fantastica.
Excavator EQ	"Sling shots" and "Sneakers" can be equipped even when you are not an Excavator.

3) Automatically Activated Skills

These Skills are automatically activated while in battle. Additionally, some of these Skills are randomly activated during battle.

Wait & Heal VP	Recovers VP when the unit uses the "Wait" command without moving during battle.
Magic Block	Randomly nullifies magic attacks.
Gella Bonus	Obtains gella from enemies defeated by the unit.

4) Special Skills

Each class has a Special Skill (SP. Skill) that can only be acquired when the Class Level (CLV) reaches 7. Special Skills cannot be used with other job classes.

Reflect	Special Skill of the Elementalist. Reflects attacks nullified by Magic Block back to the opponent.
Ley Boost	Special Skill of the Geomancer. Increases parameters based on the ley point's element when the unit is standing in a ley point.
Extra Support	Special Skill of the Fantastica. Increases the effect of the Zone Effect and Arts Support Skills.

SAVING YOUR FAVORITES

Every time you change classes, the Skills and equipment that you chose for the previous job class will be reset. Using the "Favorites" option will speed things up without having to go in and choose each Skill or equipment again. Choose the "Favorites" option and select "Store" and you will be able to store your favorite Skills / equipment. You can save 17 different types of Skill / equipment lists which can be flipped through using the analog stick. When you want to recall the stored favorites, choose the "Recall" option and choose the version you want to use.

EQUIPMENT

You can equip your unit with certain items and weapons. Changing job classes will reset all equipment and Skills, so be sure to re-equip your units each time you change classes.

EQUIPPING ITEMS

Select a unit by pressing the L button or R button and choose the "Items" option in the "Equipment" menu. Once "Equip" is chosen, a list of all the items available to be equipped is shown. Choose the item you would like to equip to the unit and confirm. To remove the items, choose "Reset" or choose each item and press the ◉ button. Note that during battle only the items equipped can be used.

EQUIPPING WEAPONS

Select a unit by pressing the L button or R button and choose the "Weapons / Armor" option in the "Equipment" menu. When equipping Weapons / Shields / Armor, choose "Equip" and a list of available Weapons / Shields / Armor will appear. Choose from the list and confirm. When removing, choose "Reset", or remove individual equipment by pressing the ◉ button. The unit status will appear on the left side so use that as reference to determine which equipment is the best for your unit. The blue numbers show increasing parameters while red shows decreasing parameters. Note that weapons can be stored as favorites as well (see pg 15).

ITEMS

The items in the party's possession can be confirmed using this option.

THE ITEMS LIST

The items are listed by category. Press left or right on the analog stick or directional buttons to flip through each category.

A The total amount of gella (G).

B An explanation of the currently highlighted item is shown here.

C The category of the item.

D The items currently in possession.

E The quantity of each item. The number on the right shows the grand total in the inventory and the number on the left shows the number of items currently equipped.

THE DIFFERENT CATEGORIES OF ITEMS:

Usable Items
Items that can be used during battle. When used it will disappear from your inventory. These items must be equipped before battle to be used.

Equipped Items
Items such as swords, shields, and armor make up this category.

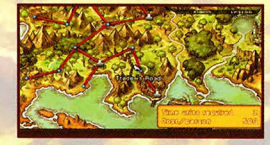
Others
Items that can be used at synthesis shops (pg 20) to create new items. These can be found when you dispatch employed Drifters out on a search (pg 17). Also, other items such as the World Map and special items are categorized under this section.

SEARCH

You can employ Drifters (pg 21) and dispatch them on an item search to areas on the World Map. Note that the areas not marked with a red line or otherwise inaccessible on the World Map cannot be searched in addition to event areas and towns. Also while a search party is dispatched, you will not be able to advance the event battles and continue the story until they return.

HOW TO SEARCH

Choose "Dispatch" from the "Search" menu and select the area on the World Map you wish to search. The time the search party will need to search until they can return and the cost per each unit will appear. Once the search area is chosen, you will need to choose the Drifter that will go on the search. Each search party is limited to six units. Choose which Drifters you wish to include in the search party using either the L button or R button and then press the START button to confirm your selections. After dispatching, the search party will return after the allotted time and the search result screen will appear. The current status of the search can be confirmed by checking the "Status" option in the Search menu. If you would like to cancel the search, choose the "Status" option and you will see the list of areas that are currently being searched. Choose the area you would like to cancel and choose "Recall". Note that if the search party is recalled, no items will be brought back.



SKIPPING THE ALLOTTED SEARCH TIME

If you complete one free battle, this will advance the necessary search time by 1. Also if you use the "Wait" option in the search menu, you can spend money to skip the needed time. To advance the wait time, you will need to spend 100 G per one unit of time.

To Efficiently utilize the Search option

Most of the items found during searches are materials used at synthesis shops (pg 20). The type of item you will find varies depending on the type of terrain you search, so when looking for a specific item, dispatch a search party to the area that the item may most likely be found. For example, rocks can be found in mountainous areas, while botanical materials can be found in areas that have dense greenery.

SYSTEM

Customize various game play settings and manage saved game data.

CONFIGURATION

Customize various game play settings here.
Choose the option that you wish to customize. Choosing "Default" will change the customized options automatically back to the original format.

Button Config	Choose "Custom" to customize the in-game button configurations. Once the buttons have been customized, choose "Save and exit" to save the changes made.
Cursor Memory	Choose "Revert" to have the cursor move to the top of the screen every time you open a menu. Choose "Remember" to keep the cursor on the previous selection.
Battle Voices	Select the frequency with which characters will use their voices in battle. Press left or right on the analog stick or directional buttons to change the frequency.
Battle Messages	Set the display speed of battle messages. Press left or right on the analog stick or directional buttons to change the speed.
Volume	Adjust the volume balance. Press left or right on the analog stick or directional buttons to change the volume.
Voice Language	Select this option to choose between English or Japanese voices.

LOAD

Load saved game data. Refer to pg 7 of this manual for more information.

SAVE

Save and delete previously saved game data. Refer to pg 7 for more information.

MUSIC LIBRARY

Select this option to listen to selected songs from the game's soundtrack. This option is available in both the START and SYSTEM menus.

There are green objects that mark the towns on the World Map (pg 9). When you enter a town, you will be able to maneuver through the town. Press the ○ button to exit the town to the World Map. Also note that the Menu options (pg 10) are available on Town Maps as well.

GATHER INFORMATION

In the Town Map, you will be able to speak to the townspeople and gather information. Select the character you wish to speak to and confirm by pressing the ✕ button. Speak to the characters marked with an "!" mark to advance the story or trigger an event. Some events are directly connected to battles.

SHOPS & BARS

In town you will find shops and bars where you can purchase items or hire Drifters to join your party. Utilize the shops and bars to prepare your party for combat.

The Drifters' Shop Palacion
Shop
Sell
Talk
Store-Master Vitale
Hello there. The boss is out buying some goods, so take all the time you want.

SHOPS

You can buy and sell items in shops. Speak to the shopkeeper (usually marked with a sword by their names) to initiate a transaction.

BUYING AND SELLING

When the buy/sell screen appears, choose "Buy" to purchase items from the store and choose "Sell" to sell items from your inventory.

A When buying, you can choose from the store inventory. When selling you will choose from your party inventory. Change the item category by pressing left or right on the analog stick or directional buttons.

B This shows how many of each item you have in your inventory. The number on the right is how many total you have, and the number on the left shows how many you have currently equipped among your party members.

C When buying an item, this will show the selling price of the shop. When selling an item, this will show the buying price of the shop.

D This will show the status change if the selected item is equipped to the unit. The blue numbers show increasing parameters while red shows decreasing parameters. Use the L button or R button to switch units.

HOW TO BUY OR SELL

Select the item you wish to buy or sell and then confirm to pull up the quantity screen. Press up or down on the analog stick or directional buttons to choose how many you wish to buy or sell and the total gella of the transaction will be shown. (Pressing left or right on the analog stick or directional buttons will decrease/increase the item amount by 10.) Confirm with the ⊗ button and choose "Yes" to complete the transaction.

SYNTHESIS SHOP

At a synthesis shop, you can enhance equipment like weapons and armor, as well as create wholly new items. To do this, talk to the master synthesist (there will be a star by their name) and select "synthesize".

TO SYNTHESIZE:

Press left or right on the analog stick or directional buttons to select the type of item you want to synthesize.

Each category shows a list of what you can synthesize. EQP/ALL refers to how many of them you currently have equipped / how many you have in total. PRICE is the amount of gella required for the synthesis.

When you select a piece of equipment or item from the list, the materials required to carry out the synthesis are shown. COST refers to the quantity of each material required. If you have enough of all the required materials, the name will be highlighted.

If you have all the required materials, select the equipment or item, enter how many you would like, and then confirm "yes" when asked, "Synthesize?"

BARS

At a bar you can customize and hire units called "Drifters". Drifters can be dispatched on searches to find rare items or even join you in battle (pg 22). To hire a Drifter, talk to the bartender (bartenders will have cards next to their name).

TO HIRE DRIFTERS:

When you select "Hire", the unit's status values will be shown at random. Press the L button or R button to see different values. The values you decide on will change slightly depending on what initial class you assign to the Drifter.

Next, select the unit's gender and voice type. Press the ■ button to hear samples of each voice type. After selecting the gender and voice, you then choose the unit's level for 100 gella per level. You cannot, however, assign the unit a level higher than Clarissa's.

Confirming "yes" when asked, "Hire this unit?" will take you to the name entry screen. Enter a name and press the START button. Confirm "yes" when you are asked if you accept the name to have the unit join your party.

TO DISMISS DRIFTERS:

Just as you can hire Drifters, you can also dismiss them. Select "Dismiss" to see a list of Drifters that are currently in your party. Move the cursor over to highlight the unit you want to dismiss and press the ⊗ button. When the message "Dismiss unit" appears, select the "Yes" option to remove the unit from your party.

There are two types of battles: event battles, which are required to advance the story, and free battles that you can engage in by entering into areas marked by blue dots on the World Map (pg 9).

BATTLE FLOW:

A command called Direct Event Report (DER for short) will be added to your commands menu after Labyrinthia joins your party. DERs are useful for getting information about the tactical map (pg 23) and advice on strategy. Successfully achieving the event objectives will take you to the "Quest Clear!" screen where all the spoils and experience you gained from the battle will be shown.

Giving Up and Game Over

In addition to success conditions, there are failure conditions that will immediately end the game. When this happens, you can choose to either return to the tactics screen and try again or exit to the title screen. Giving up during battle will also take you back to the tactics screen.

TACTICS SCREEN:

Before each battle, you will get a chance to make necessary preparations in the tactics screen. Press the △ button to access the commands menu. For information about the STATUS, CHANGE CLASS, SKILLS, and EQUIPMENT commands, please refer to pg 10.

*All pictures in this table are from the same event battle

Direct Event Report (DER):
The DER command can only be used in the tactics screen of event battles. It replays the DER in case you missed something.

Conditions:
The conditions command allows you to review both the success and failure conditions of the battle. Sometimes, there are helpful hints as well.

Map:
The map command allows you to examine the tactical map. It is highly recommended that you check the landscape, your units' starting points, enemy information, etc., before going into battle.

UTILIZE THE D.E.R.!

1. Check the Conditions:

Be sure to always check the success and failure conditions since there are different ones – defeat all enemies, protect someone at all costs, get to a designated point on the map while avoiding an extremely powerful enemy – to name a few. Keep in mind that different strategies require different preparations.

If you are fighting while protecting someone, you should have someone in your party that can use healing magic or Mystic, an Original that allows heal items to be used on others.

In order to move across a tactical map quickly, you need classes that have high RFX or MOV points.

2. Check the Map:

It is always a good idea to examine the tactical map before each battle to see if the terrain is rough or not, if there are any objects (pg 32) that you can use to your advantage, what type of enemies are present, etc. Make sure there is someone in your party that can activate any objects on the map that you think might be useful.

When battling on a rough terrain, there will be cases when your enemies have the higher grounds where your units' physical attacks cannot reach them. Either fit your party with a class that can use high-reaching Original attacks or one that has high CLM that enables them to climb up to where the enemies are.

There are certain objects that cannot be activated except by certain classes. Keep this in mind when selecting units for your party.

3. Selecting Job Classes and Skills:

Once you have familiarized yourself with the stage conditions and the map, you should then select the class and Skills of each unit based on your strategy.

If your strategy is to use a lot of magic Originals, it would be a good idea to have a Fantastica unit in your party to support everyone with "Rush", which allows all Originals to be used even after the unit has moved.

The Excavator class has the "In & Out" Original that allows them to replenish and switch out items during battle. If you set Mystic on an Excavator unit, replenishing ally units' HP becomes easier. Since Mystic is an Original that can be learned early on, this is a useful combination throughout the game.

4. Re-equipping :

Don't forget to re-equip your units after changing their classes since both their items and equipment reset automatically. Also, always watch the WGT (weight) of any equipment used. The higher the WGT, the faster your units' VP will be consumed. So if the tactical map is large and/or has a lot of enemies that requires your units to move around quite a bit and fight for a long time, try to get rid of unnecessary equipment to minimize VP consumption.

A unit can use heal items only on himself or herself. In order to use it on an ally, you must use Mystic to extend the items' effective parameters or have the "Item Range Up" Skill set on a unit.

When the tactical map is large, there is the danger of your units' VP running out just by moving and waiting, eventually leading to HP loss.

YOUR PARTY LINEUP

You can have up to six members in a battle. After making necessary preparations, exit the command menu, scroll through your party members with the L button or R button, then use the analog stick or directional buttons to move the cursor to the HEX you want to place the unit on and press the ⊗ button to confirm. The HEX numbers in the tactics screen correspond to the numbered HEXes in the map, which are your start locations. You can always check these locations with the Map command (pg 25). When you are satisfied with your party lineup, press the START button then confirm "yes" when asked, "Start the quest?"

Equipment of units rejoining your party

When units leave your party due to events in the story, all their equipment resets automatically, so remember to re-equip them with the necessary weapons, armor and items in the EQUIPMENT menu (pg 16) when they rejoin you.

You cannot use units dispatched on searches in battle

Units dispatched on searches cannot be used in battle. Also, while experience gained in battle is distributed even to non-participant units, those units off on searches will not receive any experience points.

THE MAP

It can be overwhelming to absorb all the information of a map at once, so keep these three things in mind:

A The cursor. If you move it over a unit, you can see their basic stats and Skills. Move it over a HEX to see the terrain info and its effects. Press the ⊗ button once while over a unit to see their movement range and once more for full status (pg. 10) information.

B HEX height. This number indicates the "h" (height) of the HEX the cursor is over.

C Turn order. Press the START button to see the same list but with names. Blue indicates ally and orange indicates enemy units. You can check where the units on the list are on the map simply by pressing up or down on the analog stick or directional buttons. Also, if your ally units' turns are continuous, there is a "chain bonus" that increases your attack power. The chain information is shown in the upper right of the game screen.

What is a tactical HEX (T. HEX)?

All battles take place on tactical maps that are made up of hexagonal blocks called HEXes. Each HEX has a property called "movement cost" that influences your movement range. Rough HEX terrains like marshes decrease your range more than, for example, a relatively smooth grass plain HEX would.

ABOUT MAP TERRAINS

Different terrains have different effects on unit movement, so consider the terrain you are fighting on and try to make the fighting conditions as advantageous for you as possible.

1. Height Difference

There will be times when certain physical attacks cannot reach enemy units because of differences in height between HEXes. Such height differences can be used to your advantage, however, if you use the right weapons and spells that utilize this difference. In the case of weapons like the bow, the attack power increases when attacking from higher ground making it favorable for its wielder to take the high ground whenever possible.

2. HEX Effects

HEX terrains affect ally and enemy units alike. Sand or mud HEXes noticeably decrease a unit's movement range, whereas dirt or wooden plank HEXes will increase a unit's RFX. While some HEXes exert no effects, if there are any effects for the HEX the cursor is over, the information will be displayed bottom-left.

3. Ley Points

On certain tactical maps, there are clusters of HEXes that have elemental affinities called "ley points". They can only be seen by Geomancers, and since these HEXes increase magic effects against opposing elements, it can increase the damage you deal or decrease the damage you receive if used properly.

4. Objects

Sometimes there are objects (pg 32) on tactical maps that you can attack to move or activate. It may be a good idea to try to use these objects to hinder enemy advances.

BATTLE COMMANDS

High RFX means more turns in battle. When it becomes your unit's turn, a ring menu of battle commands will appear. After each turn, the unit's VP will go down based on WGT.

MOVE

Select "Move" to see the HEXes your unit can move to, which are highlighted in blue. Select one of the blue HEXes using the cursor to move to that HEX. The higher your MOV, the wider your range will be. After your unit has moved, the ring menu will come up again. Be advised that some Originals cannot be used after you move.

WAIT

You can choose to keep your units where they are by selecting "Wait". Remember that your VP still goes down even when no action is taken.

ATTACK

Your units can attack only within their attack range, which changes depending on what weapon they have equipped. Select the attack command to see the attack range indicated in red. When you move the cursor over to the enemy you would like to attack and confirm, the option to attack or, later in the game, "lock on" will also appear.

Attack
Your unit simply carries out his or her default weapon attack.

Lock on
When you press the △ button to lock on to an enemy, your unit takes aim and waits. The lock on feature is necessary to trigger "Combination Arts" (pg 29), which gets stronger when more units lock on.

Check your success rate!

When you select a target for attacks, support items, or Originals, information regarding your chances of success and the resulting amount HP loss or gain will show up at the bottom of your screen.

Take this information into consideration when deciding on your next move. There are cases, however, such as with some long-range magic attacks, where this information will not be shown.

HIT	Success rate of action.
HP	Amount of HP loss or gain.
MP	Amount of MP loss or gain.
VP	Amount of VP loss or gain.

ATTACK ARTS

By making your units work together, you can trigger powerful attack arts that cannot be countered. There are two types – "Formation Arts" and "Combination Arts". However, keep in mind that your enemies can use these "attack arts" as well, so always be aware of the positions of all units on the tactical map.

FORMATION ARTS

You can trigger Formation Arts by placing your units around an enemy in one of three formations – line, triangle, or circle – with line being the weakest and circle being the strongest. In the case where more than one formation is created around an enemy unit, only the strongest formation will be triggered, as explained below.

PLACEMENT FOR FORMATION ARTS

LINE FORMATION

Enemy unit between two ally units in a straight line.

TRIANGLE FORMATION

Enemy unit surrounded by ally units on three, equally spaced sides.

SURROUND FORMATION

Enemy unit surrounded by ally units on all six sides.

NON-FORMATION

Enemy unit is neither in a line nor surrounded by ally units.

There is a priority ranking for Formation Arts:

1. Circle
2. Triangle
3. Line

This means that in the case of situations like the one shown on the right, the more powerful "triangle formation" takes precedence over the weaker "line formation".

Enemy unit is between two ally units in a line and also surrounded in a triangle.

COMBINATION ARTS

A "Combination Arts" attack is triggered when your unit attacks an enemy unit that other ally units are locked on to. Even though Formation Arts and Combinations Arts are both triggered by the "attack" command thus not requiring any MP, Formation Arts are considered physical attacks while Combination Arts count as magic attacks. Using the MAG of the attacking ally unit as the basis, the attack power increases directly proportionate to the number of ally units locked on to the same enemy. However, a lock on is only valid until the target unit's next turn, so be sure to attack before the enemy unit's turn comes around.

ORIGINALS

Originals consume MP. Choose the Skill you would like to use from the list that opens up when you select the "Originals" command. These Skills differ from class to class. However, if you have set your units to be able to use the Originals of other classes in the "Skills" menu in the tactics screen, you can view the lists of other Originals by pressing left or right on the analog stick or directional buttons. Just keep in mind that there are some Skills that cannot be used after your unit has moved.

TYPES OF ORIGINALS:

	Originals used to perform physical attacks.
	Originals used to perform magic-based attacks.
	Originals used to support party members.
	Originals used in conjunction with items.
	Originals used for self-support.

Originals and weapons range

Weapons can be divided into two types: close-range weapons such as swords or axes and long-range weapons such as bows or ninja stars. Some physical Originals can only be used with certain weapons. For example, Clarissa's "Howling Shot" can only be used when equipped with her unique weapon Strahl Gewehr. When configuring Skill sets for your characters, be sure to check such Skill/weapon match-ups. Check the Originals' help messages shown at the top of the screen if you need more information regarding the Skill.

INTRODUCTION TO ORIGINAL SKILLS

Vortex
Wind-elemental magic attack that can be used when configured with Elementalist's Original Skill, Element.

Heal
HP restoring magic spell that can be used when configured with Sacred Slayer's Original Skill, Sanctity. The amount of HP restored is determined by the user's MAG.

Mystic
Gadgeteer's unique Original Skill that allows heal items to be used on others and also extends all items' effective parameters.

Shut Out
Magic spell that can be used when Geomancer's Original Skill, Ley Power, is set. It forbids a target unit from moving out of the HEX he or she is in.

Rush
Support magic that can be used when set with Fantastica's Original Skill, Support. It allows the target unit to use all set Originals after moving, including those that usually cannot be used after movement.

Heavy Strike
Physical attack Original Skill that can be used when configured with Sentinel's Original Skill, Defense. It knocks the target unit back one HEX while simultaneously dealing damage.

ITEM

The "Item" command allows you to use items you have equipped for your unit. Heal items, as a rule, cannot be used on other units. The only way you can use these items on ally units is if you have Mystic. For attack items, you must first select the attack item from your item list then select an enemy within range.

BATTLE ITEMS

Item Name	Description/Effect
Heal Berry	Restores 100 HP on user.
Revive Fruit	Revives one fallen ally unit.
Antidote	Cures Poison status.
Breath Mint	Cures Sleep status.
Pinwheel	Cures Confusion status.
Pygmalion	Cures Stone status.
Nectar	Cures HP Down status. Restores 100 VP on user.
Break Gem	Earth-elemental attack. Power: user MAG x 2.
Cyclone Gem	Wind-elemental attack. Power: user MAG x 2.
Fire Gem	Fire-elemental attack. Power: user MAG x 2.
Freeze Gem	Water-elemental attack. Power: user MAG x 2.

*These are just a few examples of items that can be used in battle.

SYSTEM

This is where you can change your game configurations and also restart a battle. To restart a battle, first select "Give Up" then "yes" when asked, "Return to the tactics screen?" Please refer back to pg 23 for success and failure conditions and pg 18 for "Config/Load" commands.

OBJECTS

Objects in tactical maps can be moved, destroyed, and/or activated when certain conditions are met. Below are some of the objects you'll find throughout the game.

Objects that appear early in the game

Block
Only units equipped with Fantastica's "object attack" Skill can move this object with the "attack" command. Units can also climb onto these blocks.

Step Switch
These are floor switches that can be activated by moving a unit on top of them. Related to step switches are "weight switches", which only heavy units such as a fully equipped Sentinel can activate.

Attack Switch
These are switches that can be activated by physical or magic attacks. Use long-range weapons or wide-range magic attacks to activate distant attack switches.

Crate/Barrel
You can destroy crates with attacks or attack Originals. Barrels, on the other hand, can only be destroyed by units configured with Fantastica's "Object Attack" Skill.

Lantern
You can light lanterns with fire-elemental magic attacks. Be sure to have an Elementalist or units set with the Element Originals for battles that require you to activate lanterns.

Gem Block
Gem blocks can be changed from blocks into gems and back with the Excavator Original "Switch". When in block form it can be climbed onto, and when in gem form it restores the MP of the unit when waiting.

ELEMENTAL EFFECTS

You can increase the power of your magic attack Originals by using elemental affinities to your advantage. There are four elements in the game: fire, water, earth, and wind. Fire and water are opposing elements just as earth and wind are. Opposing elements deal heavier damage to each other, so be sure to check the elemental affinities of your enemies by looking at their status information. Furthermore, there are other minor elements, such as lightning, that work well against specific foes.

	Earth Elemental. Opposes wind.
	Water Elemental. Opposes fire.
	Fire Elemental. Opposes water.
	Wind Elemental. Opposes earth.

Making use of ley points

Ley points, which can be detected only by Geomancers, increase the power of magic attacks of the same element. For example, if a unit moves onto a fire ley point HEX and attacks using a fire elemental magic, the attack will deal heavier damage than normal.

QUEST CLEAR!

When you meet the success conditions of a battle, the "Quest Clear!" screen will appear.

1. Spoils
This window shows the amount of gella acquired, the current gella you have in your possession, and any acquired items.

2. Results
The EXP and CSP gained are shown. EXP and CSP are distributed to non-participant units as well, but they do not get bonuses like the participant units. Units that are off on searches, however, do not acquire any EXP or CSP.

3. Level Up!
Resulting growth of units due to EXP and CSP gained are shown. You can press up or down on the analog stick or directional buttons to scroll through all your units.

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Vocals: Kaori Oda

Ending Theme
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"Our review crowns the best RPG on the PSP."
« Notre critique couronne le meilleur JdR classique pour la PSP. »
— *1UP.com, 9 out of/sur 10*

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— *Electronic Gaming Monthly, Issue/édition 219 (Sept. 2007)*

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PlayStation Portable

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TM/MC E 10+

Language/*Langage*
Mild Fantasy Violence/
Légère violence fictive
Suggestives Themes/
Thèmes suggestifs

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"...it totally blew me away."
« ...une vraie surprise de taille. »
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1Player
1 joueur

Memory Stick Duo™ 225 KB
Memory Stick Duo™ 225 Ko

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10+
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Tobacco Reference/*Mention de tabac*
Fantasy Violence/*Violence fictive*
Language/*Langage*
Suggestives Themes/*Thèmes suggestifs*
ESRB CONTENT RATING www.esrb.org
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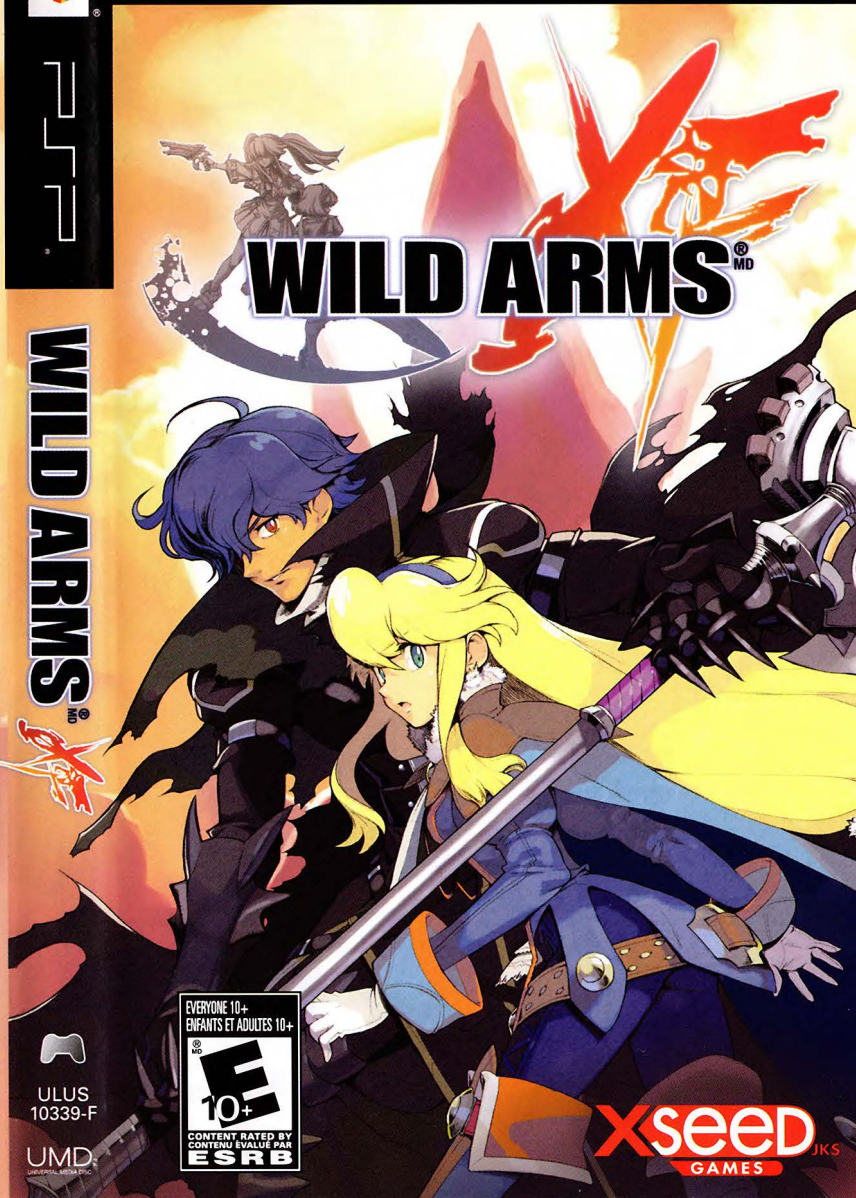

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